

MICHIGAN STATE

U N I V E R S I T Y

Project Plan
Predictive Rich Cards - Gemini
The Capstone Experience

Team GM

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*From Students...
...to Professionals*

Functional Specifications

- Mobile Application for GM employees
- Uses predictive learning to help with employees' daily lives
- Learn user tendencies to deliver “cards” of information
- Ex: If an employee typically uses the shuttle as mode of transportation, automatically build shuttle into their schedule when they have an upcoming meeting

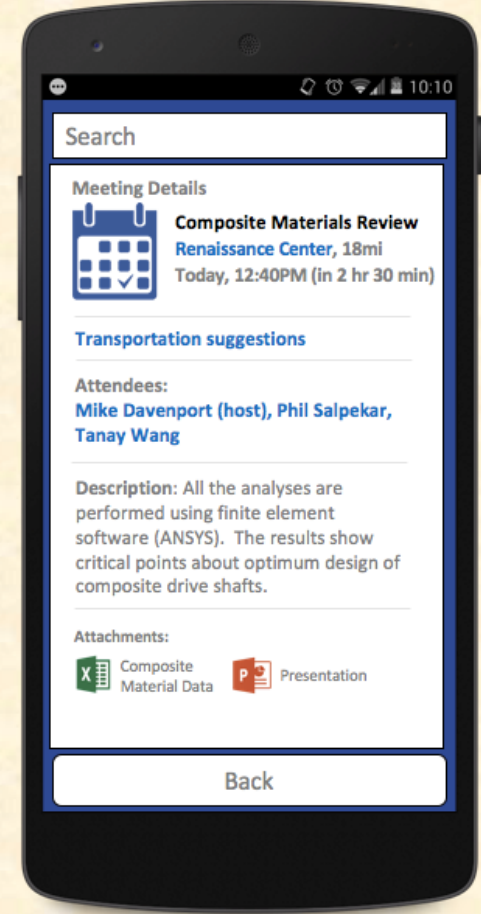
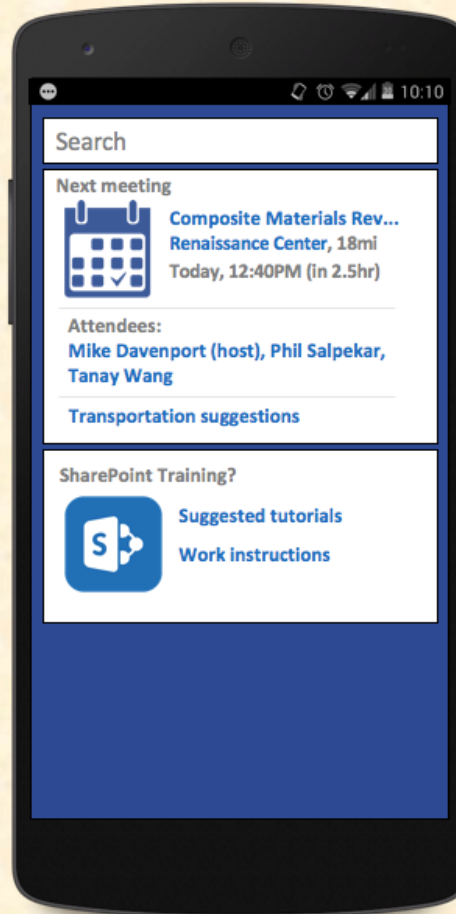
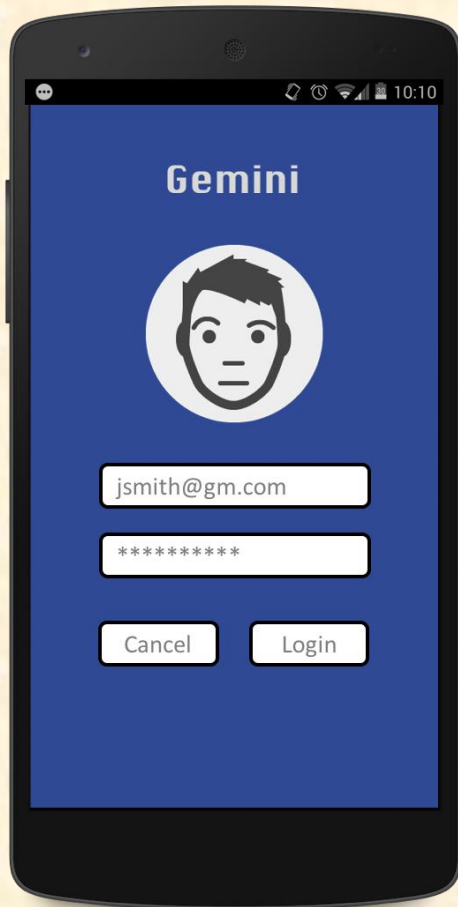


Design Specifications

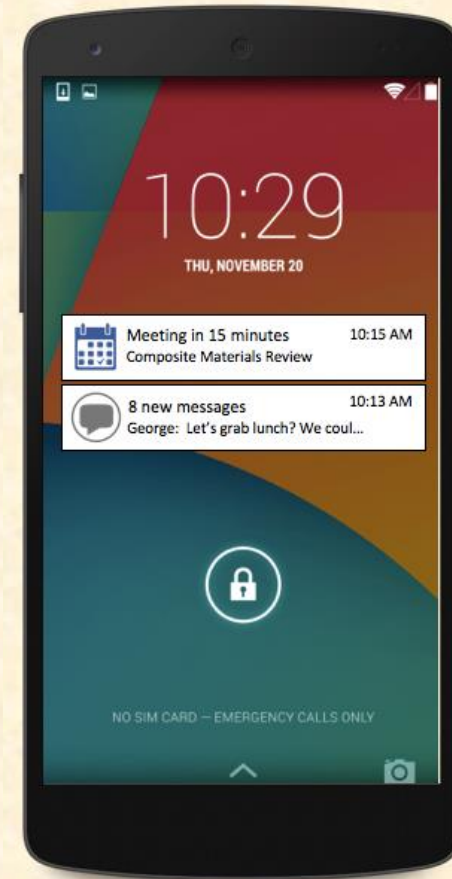
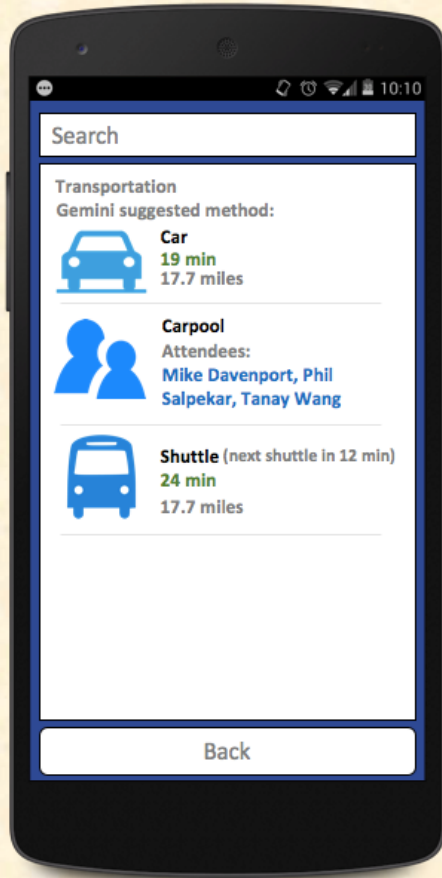
- Mobile application features “cards” that show snippets of upcoming information that is relevant to the employee
- Push notifications for urgent information
- Example: For a meeting, a card is composed of meeting time, attendees and their profiles’, documents, and most importantly the transportation method



Screen Mockup: Gemini



Screen Mockup: Gemini 2

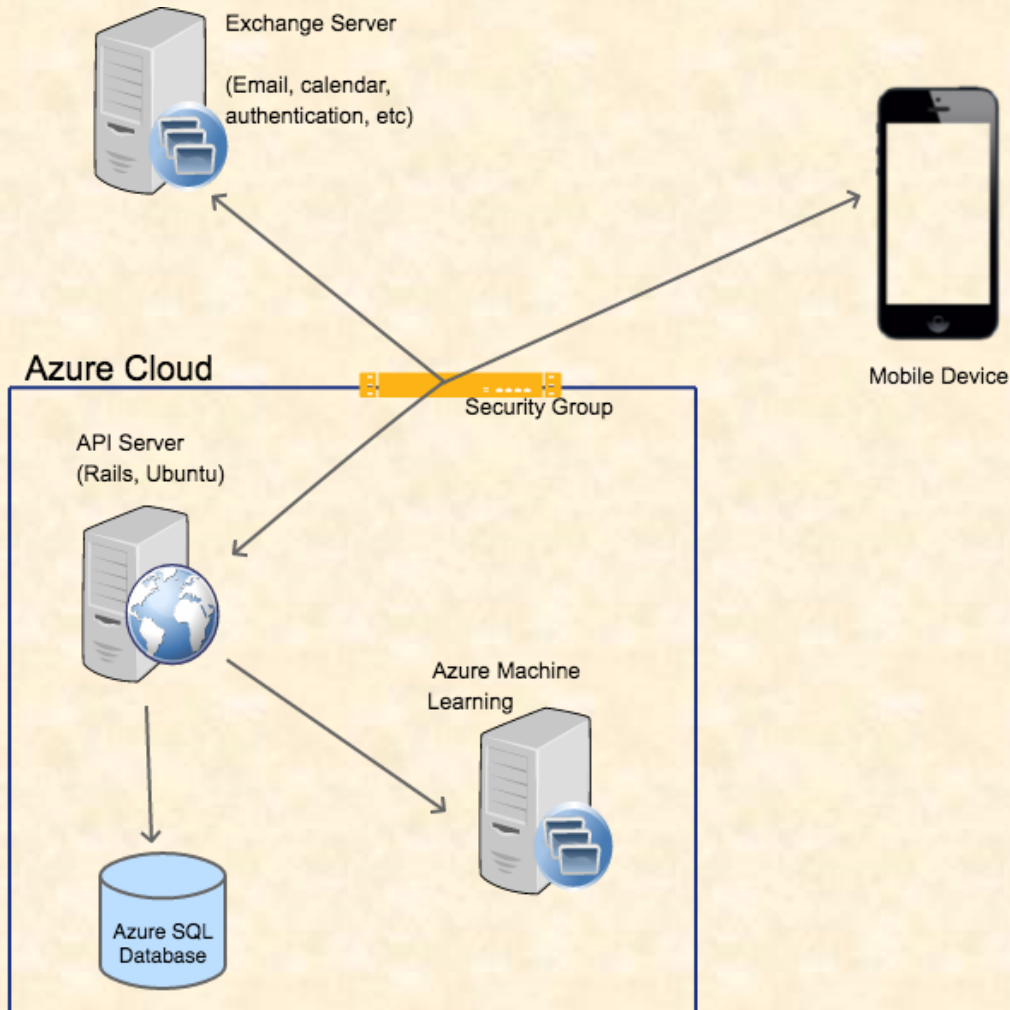


Technical Specifications

- Azure Cloud
 - Rails API – acts as communication medium between mobile application and data
 - PostgreSQL Database – persistent data store
 - Machine Learning – continuous processing of data to learn habits written in Python
- Xamarin
 - Cross-platform development mostly written in C#
- Exchange Server
 - Serves sample data that replicates GM internal environment



System Architecture



System Components

- Hardware Platforms
 - Azure Cloud
 - Two virtual machines – API and database
 - One Machine Learning environment – Azure-specific server for machine learning
 - Capstone Rack Server
 - Exchange Server that our application uses to get the employee's data
 - Android/iOS
 - Devices to use and test our mobile application
- Software Platforms / Technologies
 - Xamarin
 - C# cross-platform mobile development for iOS and Android
 - Ruby on Rails
 - API server to communicate between client application and all data
 - Python & Machine Learning
 - Unique Azure machine learning software and interface utilizing Python



Testing

- Unit testing for API
 - Login, fetching data, correct predictive analysis using rspec in Ruby
- Manual System Tests
 - Manually create meeting and ensure push notifications and cards appear on the attendee's device
- Performance Tests
 - Ensure our design and infrastructure provide timely delivery of cards and notifications



Risks

- Accurate Sample Data
 - Replicating an accurate model of GM data they use internally
 - For each new test case or data model, get approval from a technical GM contact
- Valuable Machine Learning
 - Need a large amount of data that a correctly configured machine learning environment can process. Can anything be predicted from this data?
 - Start creating and testing large amounts of sample data as early as possible
- Up-to-date Client Application
 - Machine learning algorithms might be too slow to predict urgent user items. Mobile application needs to present information only when it is relevant
 - Mitigate by continuous testing and ensuring all machine learning is done well before the project end date.

